AGB-ABTE-USA

INSTRUCTION BOOKLET









WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



MILD VIOLENCE Visit www.esrb.org or call

1-800-771-3772 for rating information

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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THE STORY

Danger was stirring in the shadows of the quiet Gotham City night.

Balman was no stranger to the night-shrouded streets of Gotham... nor to the dangers they hid. But on this particular night, he knew the hazards he was about to face were greater than usual. He would sum up the trouble in two very deadly words: **The Joker!**

The Clown Prince of Crime was on another mad rampage, beginning with a raid on the Gotham City Museum. Though The Joker had made good his escape, the Dark Hnight was hot on his trail. He might have even caught the mad criminal genius before he went to ground if not for the woman The Joker had left bound to a ticking bomb on the roof of the Museum! Batman freed her...mere seconds before the bomb blasted the Museum to a pile of flaming ruins!

But the woman was a witness...and she had all the information Batman needed, directing him to The Joker's current location: the Gotham City Bridge.



There, The Joker had prepared a trap for the Caped Crusader. Maybe The Joker just got too cocky, but the trap he sprung for Batman backfired and the criminal clown wound up falling from the bridge. Batman tried to save him but The Joker chose death over dishonor and plummeted to the watery abyss far below.

Then things really got crazy as the rest of Gotham City's criminals rushed in to fill the void left by The Joker's death!

Now, utilizing every weapon and supercharged machine at his disposal, Balman must combat the criminal hordes threatening Gotham's peace...all the while trying to discover the identity of the unseen enemy plotting to plunge Gotham City to a fiery death!

GETTING STARTED

Getting Started: To get started with Batman: Vengeance, insert the game pack into your Game Boy ® Advance system correctly and move the power switch to the ON position

CONTROLS





BATMAN (Sidescroller Stage)

Button	
ntrol Pad	*
ntrol Pad	+
ntrol Pad	+
ntrol Pad	*
R Button	
A Button	
Button	
	ntrol Pad ntrol Pad ntrol Pad ntrol Pad Sutton

BATMOBILE Stage

No use	L Button	
No use	Control Pad	
Move left	Control Pad	+
Move right	Control Pad	9
No use	Control Pad	7
Use electric charge	R Button	
Accelerate	A Button	
No use	B Button	

ROBIN (Puzzle Stage)

Select Items	L Button	
Move up	Control Pad	*
Move left	Control Pad	+
Move right	Control Pad	-
Move down	Control Pad	*
Use Items	R Button	
Attack	A Button	
Move boxes in combination with directional buttons	B Button	

BATPLANE Stage

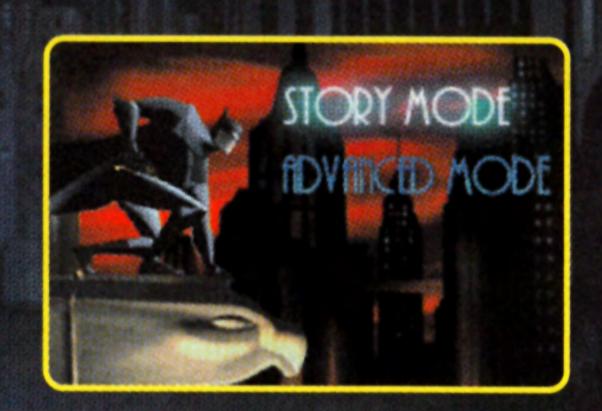
No use	L Button
Move Up	Control Pad
Move Left	Control Pad ←
Move Right	Control Pad -
Move Down	Control Pad ★
Use shield for protection	R Button
Use electric charge	A Button
No use	B Button



MEMUS

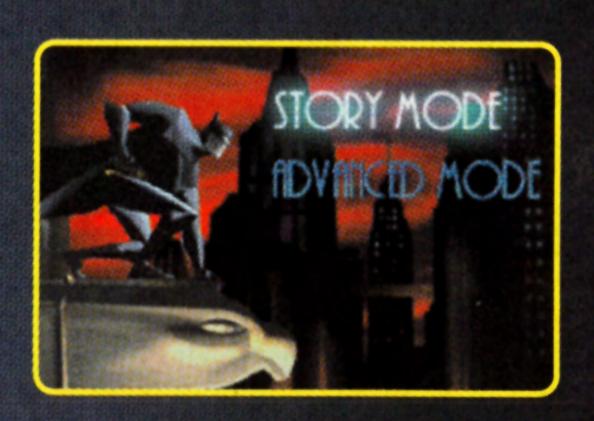
Main menu:

On the main screen, you will see two options: Story Mode and Advance Mode. Use the Control Pad to move up and down to your selection and press A BUTTON to confirm.



Story Mode:

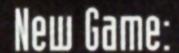
In this mode, Batman and his team will have to go through Gotham City to find clues that will enable them to defeat all villains and save Gotham City. Once Story Mode is successfully completed, you will gain access to Advance Mode.





Advance Mode:

In this mode, you will have to complete a map within a time limit while completing a goal, given by Alfred. Generally, you will have to find three data disks, however in the Batplane maps, you will have to deactivate The Joker's Pyro Toys. If you succeed, you will gain access to additional bonus maps.



Starts a game at the beginning of the story.

Password:

To Continue your progress from a previous session, enter your password by moving the Control Pad to highlight a letter. Press the A BUTTON to select a letter and when completed, validate your password by pressing the A BUTTON on 'OH'. If you select a letter by mistake, press the left arrow character and A BUTTON to go back and correct your selection. If your password is correct, you will then play the proper level.







OAME SCREENS

Story Mode

Sidescroller Stage: In the sidescroller maps, Batman will have to jump, crouch, fight villains and use all his gadgets to reach the end of the level.

Health Meter
Displays Batman's remaining energy.

Displays the gadget Batman is currently equipped with. A number is shown to indicate how many gadgets of that type you have in your inventory.



Puzzle Stage:

In the puzzle maps, Robin will have to solve puzzles by moving boxes, using the batcrawler and defeating enemies to succeed.

Gadget Icon

Displays the gadget Robin is currently equipped with. A number is shown to indicate how many gadgets of that type you have in your inventory.



Health Meter Displays Robin's remaining energy.

Batmobile Stage:

In the Batmobile maps, Batman will have to complete a level within a given time by racing through the streets, while avoiding traffic and other obstacles.

Time Meter:

Indicates how much time is left to complete the map.





Batplane Stage:

In the Batplane maps, Nightwing and Batgirl will have to reach the end of the level by flying the Batplane, all the while avoiding the buildings of Gotham City and dispatching their enemies.

Shield Meter

When the energy level of the shield is full, you can use it to protect the Batplane for a few seconds. Once depleted, the shield starts recharging.



Energy Meter Displays the Batplane's remaining energy

Advance Mode

Sidescroller, Puzzle and Batmobile Stage:

Available once the Story Mode has been completed. In Advance Mode, you will have to find the three

hidden data disks and get to the end of the map to succed before the timer elapses.

Time Meter

Displays how much time remains in order to get to the end of the map and find the data disks.



Advance Control Panel: Displays how many data disks you have collected.

Batplane Stage :

In the advance mode, you will have to race against time and deactivate three of The Joker's pyro toys and complete the level in order to succeed.



Advance Control Panel: Displays how many of The Joker's pyro toys you have deactivated. When you deactivate all three of The Joker's pyro toys, the panel will flash.

HEROES



Batman: After witnessing the brutal murder of his parents, young **Bruce Wayne** dedicated his life and fortune to turning himself into a human weapon aimed at the heart of crime. As Batman, he is called upon to save Gotham City from the deadly schemes of a host of super villains.

RODIN: Learning that Bruce Wayne was the true face behind Batman's cowl, Tim Drake became the Dark Hnights's second. Though still in training, Robin is an invaluable aide to Batman's war against crime.



GUEST FIPPEFIRFINCE



Batgirl: Barbara Gordon, daughter of Gotham City Police Commissioner Gordon took on the costumed identity of Batgirl to save her father. Now Batgirl fights alongside the Dark Hnight utilizing both her knowledge of computers and her superior gymnastic skills.

Nightwing: The original Robin, Dick Grayson soon outgrew his role as Batman's sidekick and adapted the identity of Nightwing. While usually a loner, Nightwing is always available to assist his mentor.

Alfred: Alfred Pennyworth, former agent in the British intelligence service, is both Bruce Wayne's butler and an invaluable ally in Batman's war against crime.



VILLAINS



The Joker: Was a small-time crook who plunged into a chemical bath while trying to escape from Batman. He emerged from the chemicals with his features forever distorted into a hideous clown-face...and his mind warped beyond repair! Now the Clown Prince of Crime lives for but one thing: to use his madness to bedevil his arch-enemy Batman.

Harley Quinn: A prisoner psychiatrist, who fell under The Joker's mad influence. Harley Quinn is madly in love with her partner in crime. She will follow The Joker anywhere and do anything he asks...especially if it involves any scheme calling for the death of Batman.







Poison Ivy: Pamela Isley was a well-known botanist who discovered that she possessed a unique body chemistry that renders her immune to all known poisons and toxins. Now as Poison Ivy she turned that power to the cause of ecological terrorism...and a running battle with Batman!

Mr. Freeze: Rendered unable to live outside of sub-freezing temperature by exposure to cryogenic chemicals, the scientist Victor Fries lost his mind...but found a career as the criminal king of cold, Mr. Freeze.



EQUIPMENT

Weapons and items

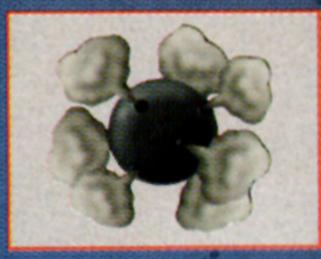
Batman:



Batarangs are limited so get as many as you can find!



Batgrapple: Batman can use this to reach higher platforms. A batgrapple sign appears in the bottom right of the screen when you can use the batgrapple



Smoke Pellets: Throwing these results in clouds of concealing smoke.

Very helpful when Batman is surrounded by multiple enemies. Use this powerful gadget smartly, because it's a rare item.



First Aid: when Batman's energy is low, the life recovery refills completely his life meter. Since it's a limited resource (you can't find any of them in barrels) use it only when you really need to.

Robin:



Batarangs: Long range weapon. They are very useful to knock out enemies. Batarangs are limited so get as many as you can find!



Hey Card: Robin needs a key card to open doors that are locked by green electric rays. You can find them in barrels hidden throughout the map.



BatCrawler: Some doors, locked by purple rays, require a password. Robin needs to use this mini-vehicle to find the computer that gives the secret combination. He can launch it if there is a hole in the wall. But beware, the BatCrawler is very fast, you can control it but you can't stop it!



First Aid: When Robin's energy is low, the life recovery refills completely his life meter. Since it's a limited resource (you can't find any of them in barrels) use it only when you really need to.

COLLECTIBLES



Barrels: Along their way, Batman and Robin find barrels. They may contain power items. Break them to discover what's inside!



Batarangs: Long range weapon. They are very useful to knock out enemies.



Smoke Pellets: Throwing these results in clouds of neutralizing smoke.

Very helpful when Batman is surrounded by multiple enemies. Use this powerful gadget smartly, because it's a rare item.



Hey Card: They are hidden through the map. You must find them in barrels to open all the green electric doors.



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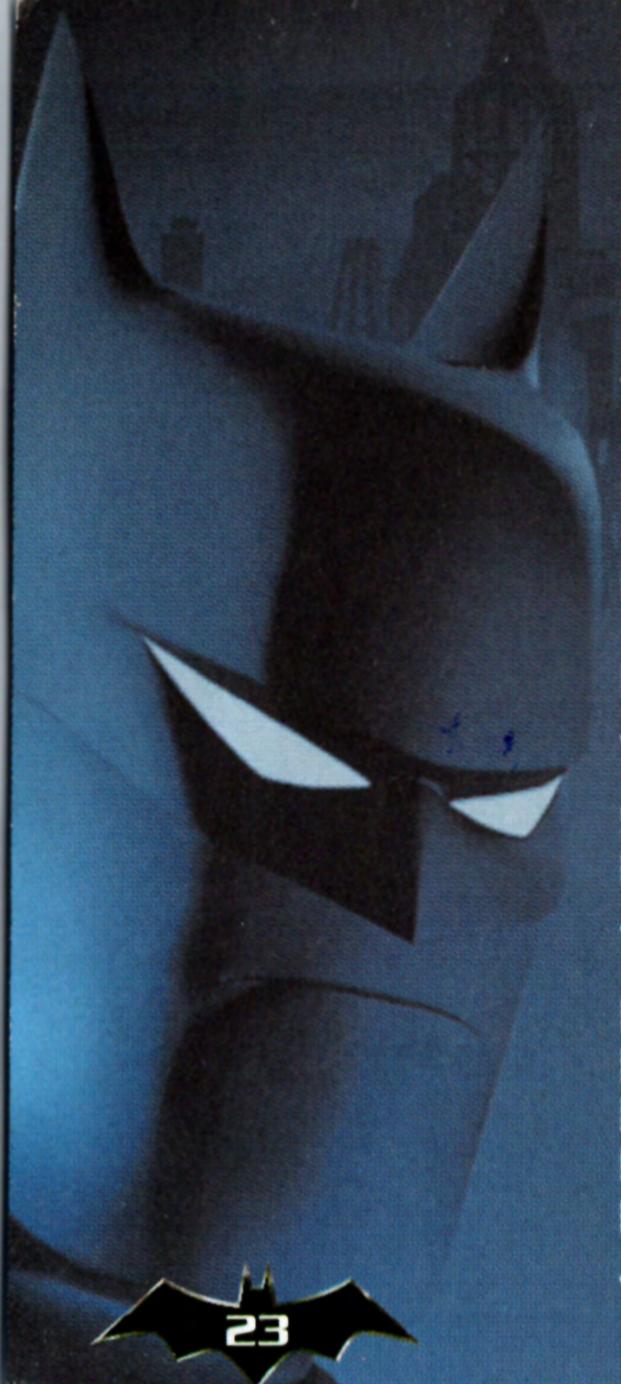
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BATMAN™ VENGEANCE





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(900) 288-2583 (CLUE). \$.95 per minute

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